1 / 7

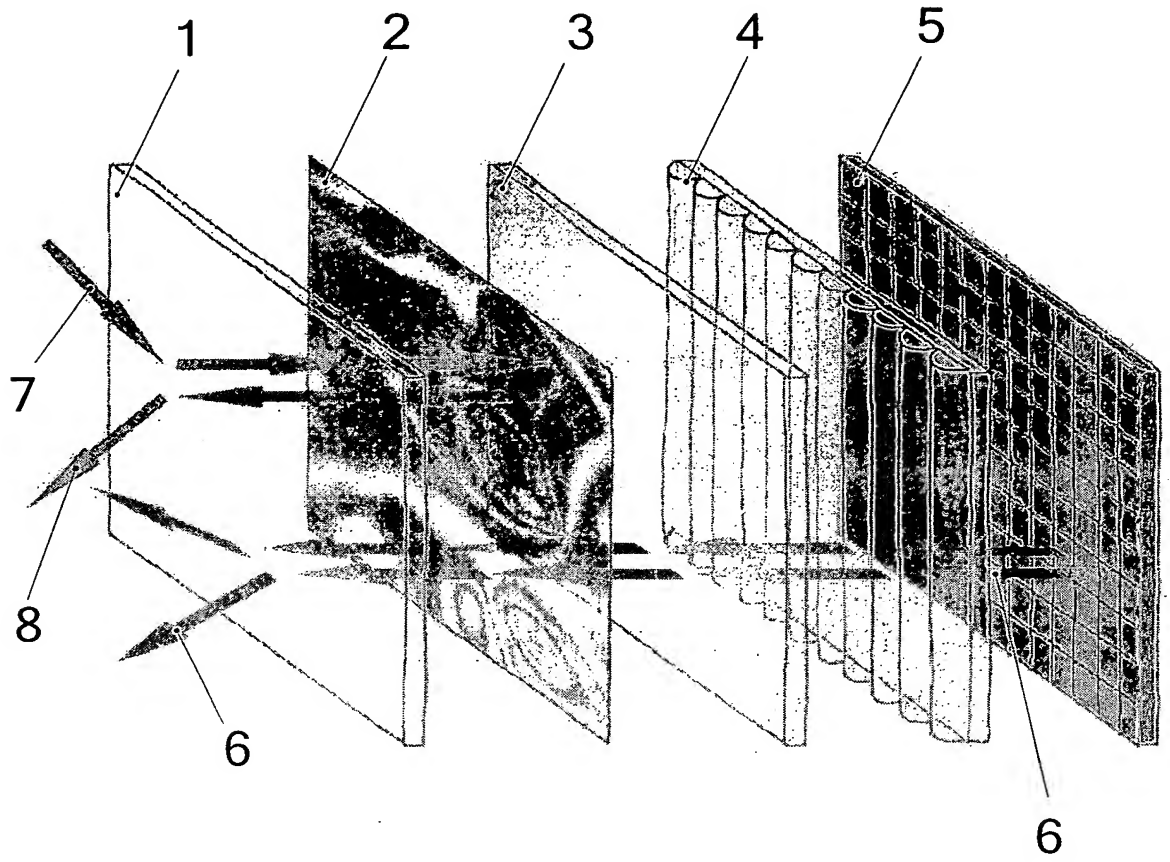

Fig. 1

2 / 7

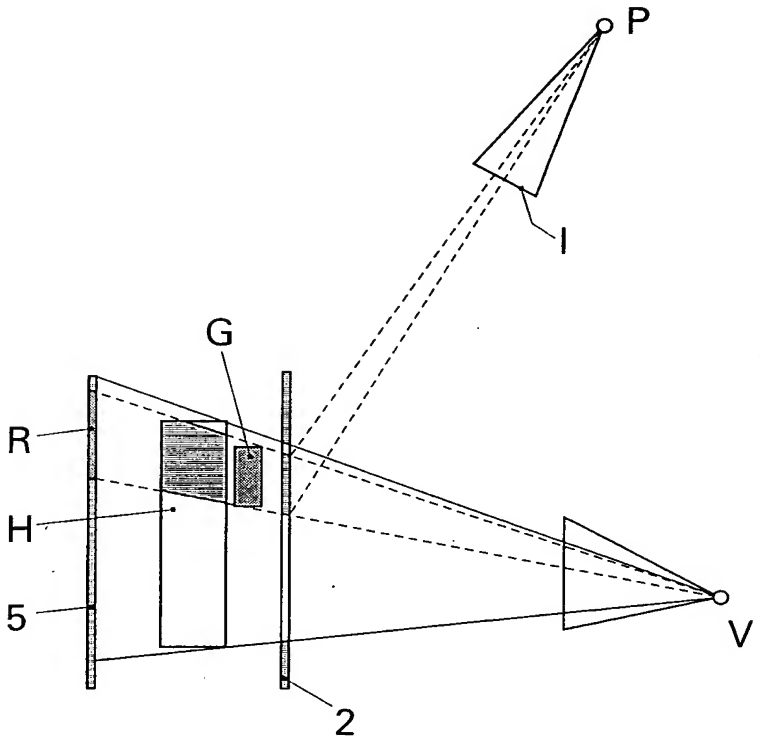

Fig. 2

3 / 7

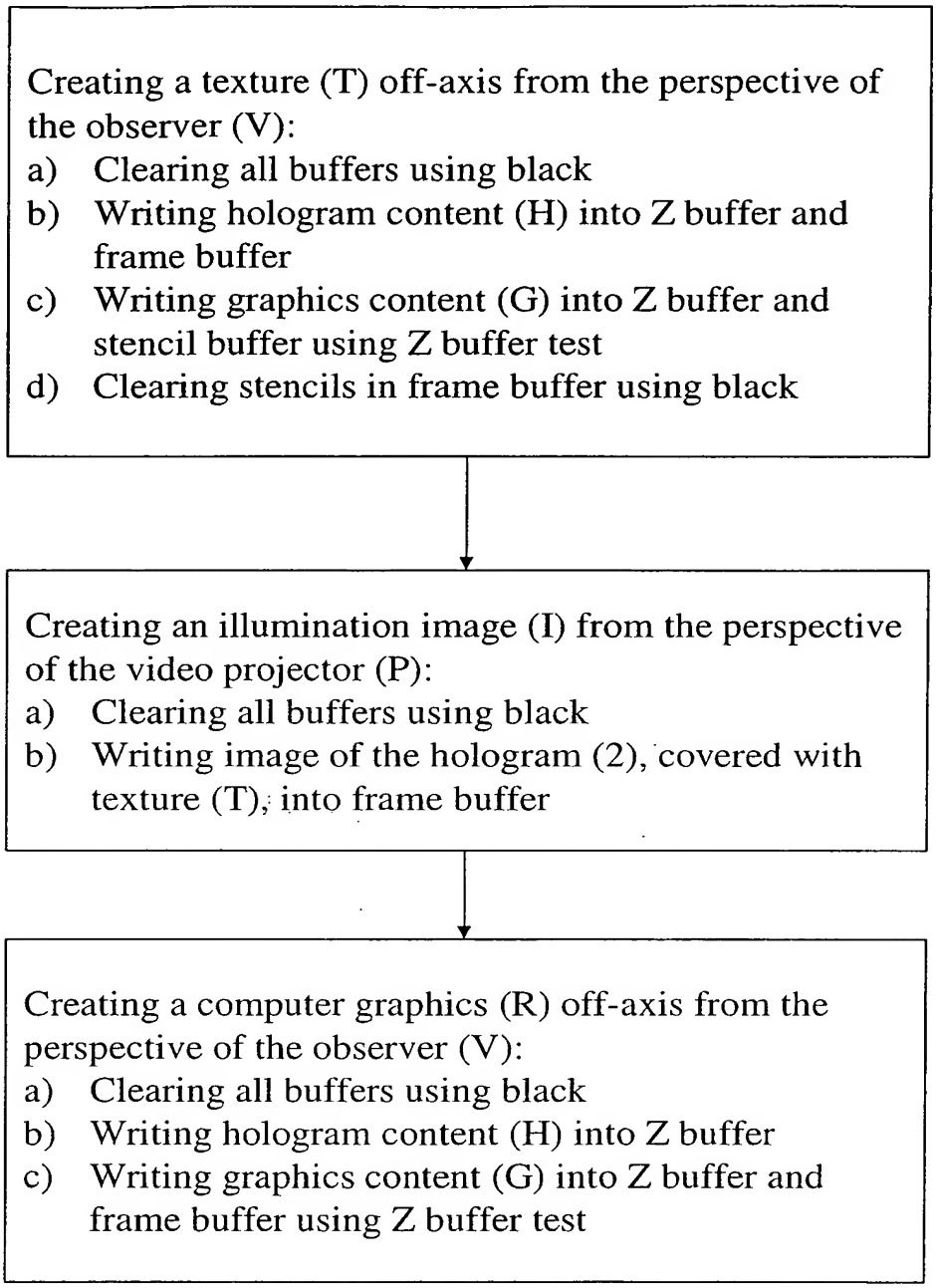
Creating a texture (T) off-axis from the perspective of the observer (V):
a) Clearing all buffers using black
1. b) Writing hologram content (H) into Z buffer and frame buffer
c) Writing graphics content (G) into Z buffer and stencil buffer using Z buffer test
d) Clearing stencils in frame buffer using black
Creating an illumination image (I) from the perspective of the video projector (P):
2. a) Clearing all buffers using black
b) Writing image of the hologram (2), covered with texture (T), into frame buffer
Creating a computer graphics (R) off-axis from the perspective of the observer (V):
a) Clearing all buffers using black
3. b) Writing hologram content (H) into Z buffer
c) Writing graphics content (G) into Z buffer and frame buffer using Z buffer test

Fig. 3

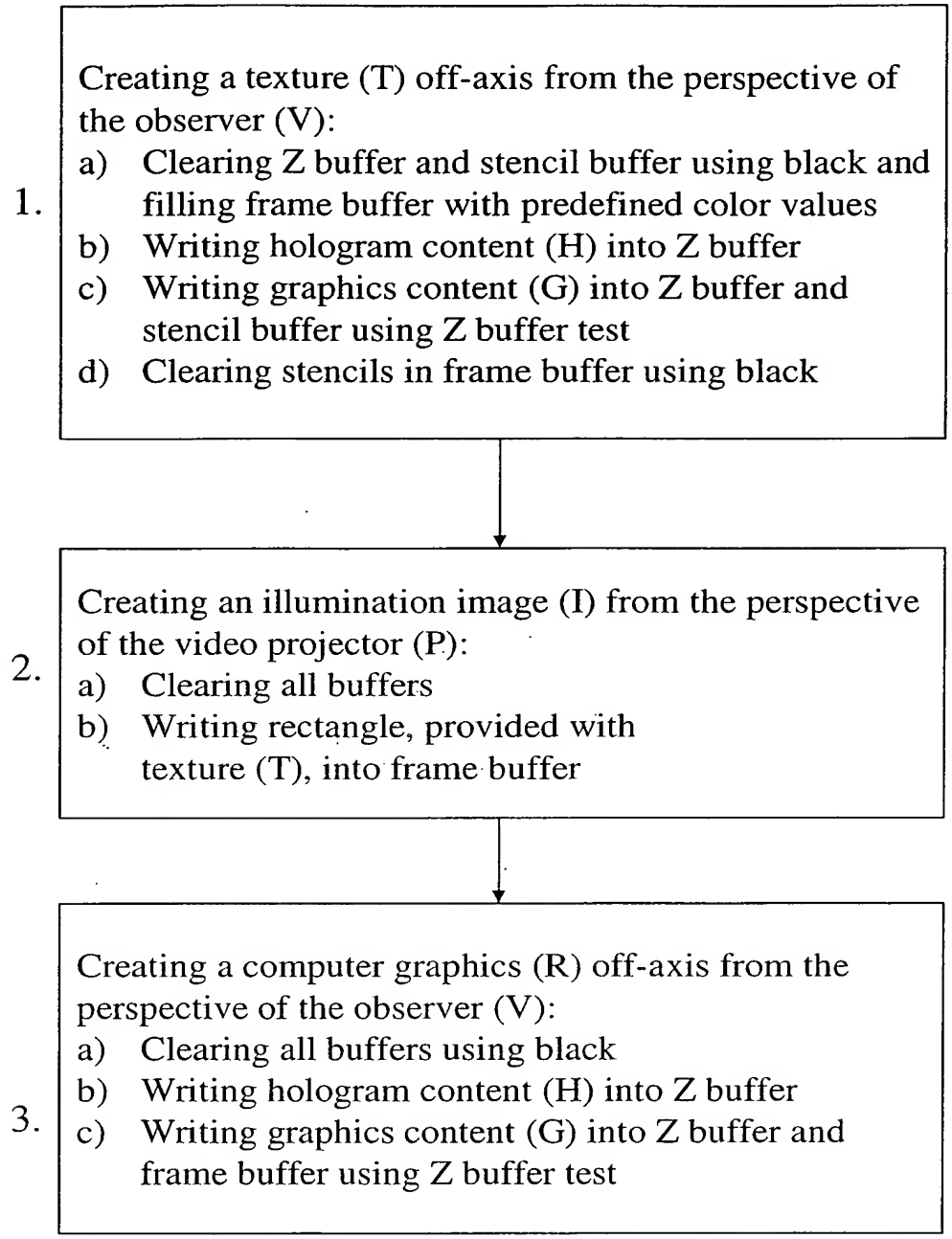
1.
Creating a texture (T) off-axis from the perspective of the observer (V):
a) Clearing Z buffer and stencil buffer using black and filling frame buffer with predefined color values
b) Writing hologram content (H) into Z buffer
c) Writing graphics content (G) into Z buffer and stencil buffer using Z buffer test
d) Clearing stencils in frame buffer using black
2.
Creating an illumination image (I) from the perspective of the video projector (P):
a) Clearing all buffers
b) Writing rectangle, provided with texture (T), into frame buffer
3.
Creating a computer graphics (R) off-axis from the perspective of the observer (V):
a) Clearing all buffers using black
b) Writing hologram content (H) into Z buffer
c) Writing graphics content (G) into Z buffer and frame buffer using Z buffer test

Fig. 4

5 / 7

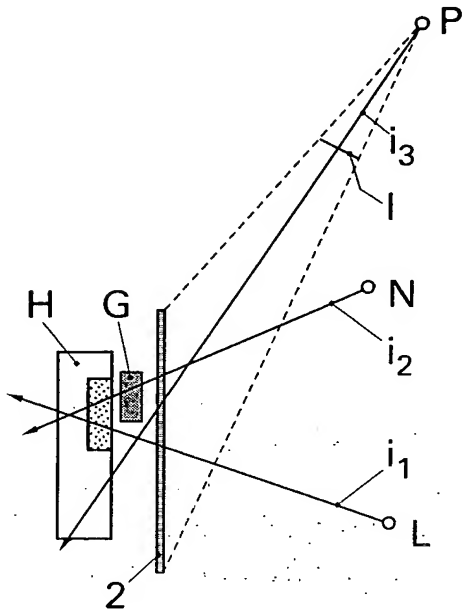

Fig. 5

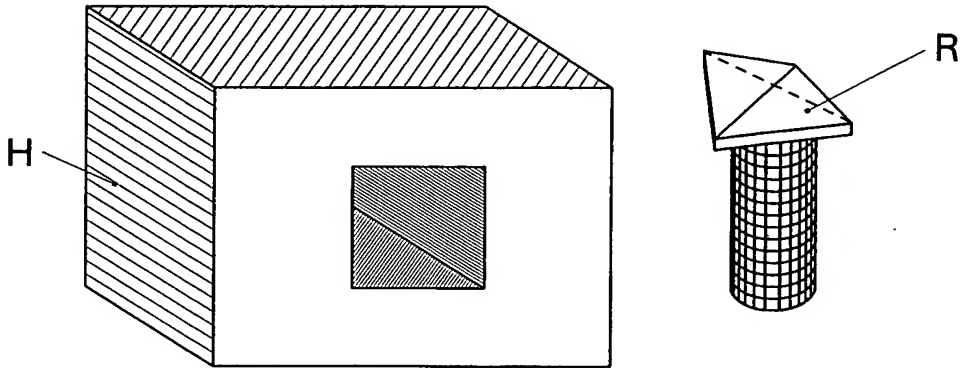

Fig. 6a

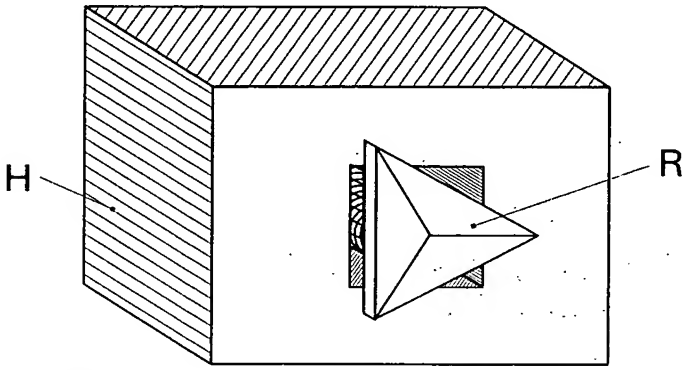

Fig. 6b

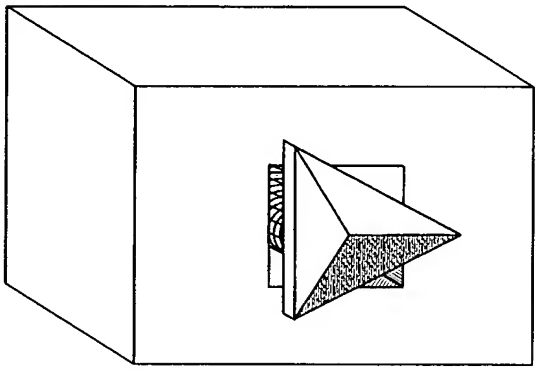

Fig. 6c

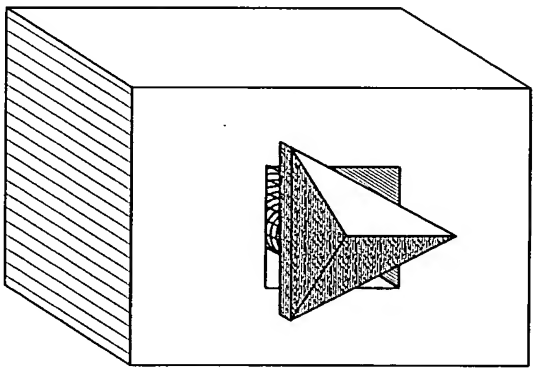

Fig. 6d

7 / 7

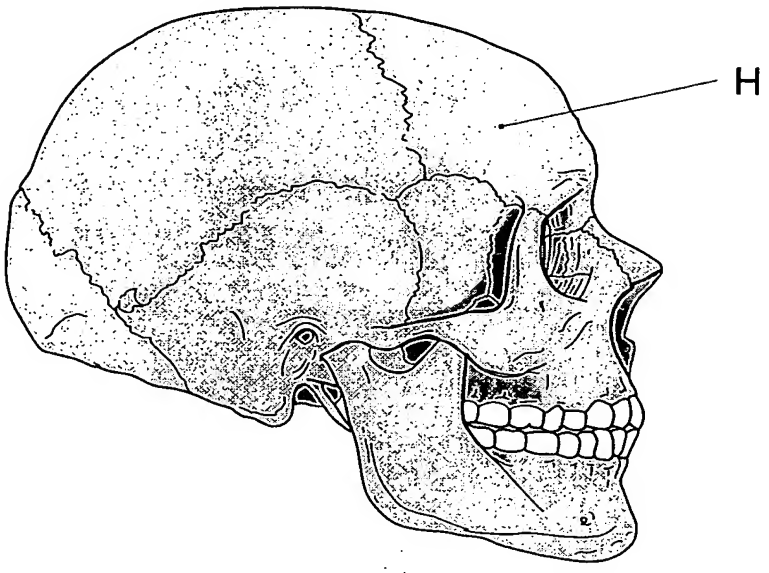

Fig. 7a

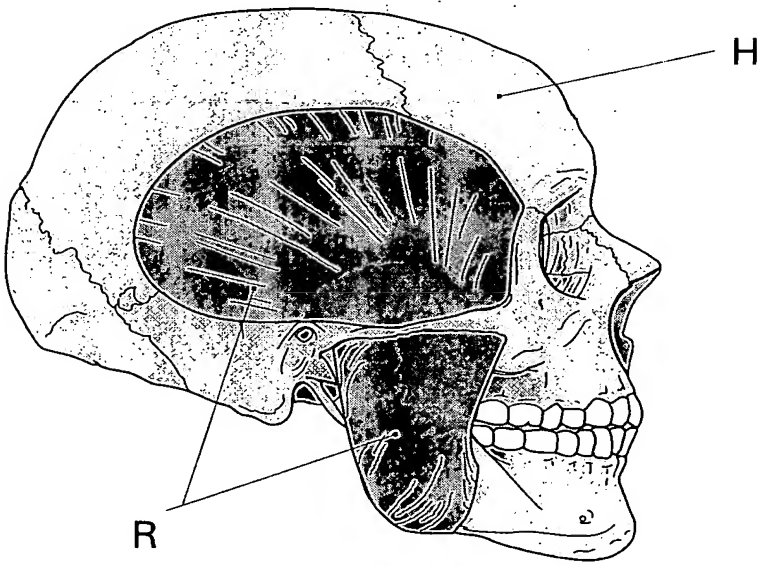

Fig. 7b